

# Goals and Non Goals

## Goals

- Create tools and processes to support the production teams for the BUGJam participants.
- Iterate on the tools to improve them for the next BUGJam and beyond.
- Teach developers, artists, production managers, etc about studio pipelines and what they can do.
- Produce open source code that can be used in other projects.

## Non-Goals

- Support non-open source tools such as Maya or Photoshop. The pipeline **should** be able to support them and not be completely designed around Blender and Godot, but no effort will be made to support applications outside of the BUGJam list of supported applications.
- Support project sizes outside of the BUGJam projects. The pipeline **should** be built in a way to allow it to scale to larger projects, but no effort will be made to support projects beyond the scope of the BUGJams.
- Monetize the pipeline. If that were to happen, then there would need to be a discussion with all the contributors.
- Have a fully functional pipeline right away. This is all done by volunteers and the pipeline will grow as production lessons are learned and people contribute.

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